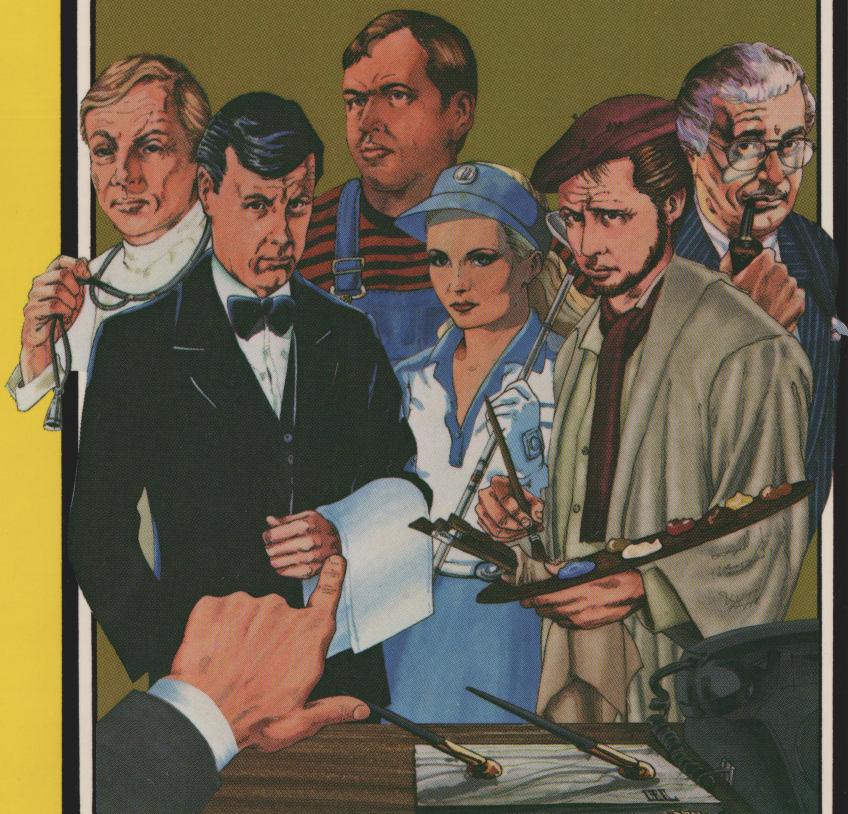


HAYDEN
MICROCOMPUTER
GAMEWARE

ALIBI

The Master Detective Game



User's Guide to the Apple Version of Alibi

Due to your reputation as a first-rate detective, you have been called in to investigate a mysterious death. Colonel Farrington has died while vacationing on his secluded country estate!

Upon arrival, you examine the body under the concerned gazes of the suspects. Immediately it becomes evident to you that the colonel was murdered!

In the struggle, the colonel's watch was broken. The hour hand was snapped off, but the minute hand stopped *exactly* on the hour. But which hour?

There are a number of suspects. When you question them, they will tell you where they were at each hour, and who they saw nearby. Naturally, the murderer will lie from time to time to put you on a false trail! And occasionally a suspect's recollection may falter, and he will be a bit vague on precise identification.

OBJECT OF THE GAME

By consulting your notes and following your hunches, you must decide who did it, where, and when. Report these three to the Commissioner of Police whenever you think that you have solved the case. The faster you get all three reports right — although not necessarily all at once — the better your chances for promotion.

Go to it, detective!

HARDWARE REQUIREMENTS

An Apple II or Apple II Plus with Applesoft in ROM, 48K of memory, and a disk drive.

LOADING INSTRUCTIONS

Boot up as you normally would, and the program will come up running.

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Playing Alibi

After the title page is displayed, you will be asked:

WHAT IS YOUR LAST NAME?

Type any name, up to 15 characters long, and press **RETURN**.

The computer will then ask:

HAVE YOU BEEN A DETECTIVE BEFORE?

For a simple game, enter **N** for No (see the instructions labeled "The Plot Thickens"). For a harder game, enter **Y** for Yes.

SELECTING A GAME LEVEL

If you entered **Y** for Yes, the computer will ask:

WHAT IS YOUR RANK?

1. DETECTIVE CONSTABLE
2. DETECTIVE SERGEANT
3. DETECTIVE INSPECTOR
4. DETECTIVE CHIEF INSPECTOR
5. DETECTIVE SUPERINTENDENT
6. DETECTIVE CHIEF SUPERINTENDENT

1 - 6?

The higher the rank code (1 to 6) you select, the more complex the game. The number of suspects, the number of rooms in the colonel's house, or the time span within which the murder might occur increases as you select a higher rank. To help decide which level of game you want, see the table on the next page. Then enter the number you want (1 to 6).

THE PLOT THICKENS

The computer will ask you to:

PLEASE WAIT WHILST THE SUSPECTS ARE
BROUGHT INTO THE LIBRARY...

The suspects' names will then appear one by one on the screen. Press any key to continue.

R C O D E	RANK	SUSPECTS						HOUSE LAYOUT						TIME SPAN	
		ARTIST	BUTLER	DOCTOR	FARMER	GOLFER	LAWYER	GARDEN	LIBRARY	STUDIO	LOUNGE	PANTRY	CELLAR		GARAGE
1	DETECTIVE CONSTABLE	X	X	X				X	X	X	X	X			1 P.M. — 3 P.M.
2	DETECTIVE SERGEANT	X	X	X	X			X	X	X	X	X			1 P.M. — 4 P.M.
3	DETECTIVE INSPECTOR	X	X	X	X			X	X	X	X	X	X		1 P.M. — 5 P.M.
4	DETECTIVE CHIEF INSPECTOR	X	X	X	X	X		X	X	X	X	X	X		1 P.M. — 6 P.M.
5	DETECTIVE SUPERINTENDENT	X	X	X	X	X		X	X	X	X	X	X	X	1 P.M. — 7 P.M.
6	DETECTIVE CHIEF SUPERINTENDENT	X	X	X	X	X	X	X	X	X	X	X	X	X	1 P.M. — 8 P.M.

The computer then asks:

(rank) (name),

WHAT DO YOU WANT TO DO?

1. QUESTION ONE OF THE SUSPECTS
2. STUDY YOUR NOTEBOOK
3. REPORT ON YOUR DEDUCTIONS
4. GIVE UP THE CASE

1 - 4?

Enter the appropriate number for your request, and see the heading in this booklet that corresponds to that request ("Questioning Suspects," "Studying Your Notebook," "Reporting to Headquarters," "Giving up the Case").

QUESTIONING SUSPECTS

If you have entered 1, the computer will ask:

WHOM DO YOU WANT TO QUESTION?

Each suspect for your particular game will be listed, preceded by a number. Press the number for the suspect you want to question.

The computer then will give you a choice of two lines of questioning:

(rank) (name),

DO YOU WANT TO ASK THE (suspect) —

1. WHERE HE WAS AT A PARTICULAR TIME
AND WHOM HE SAW?
2. WHEN HE WAS IN A PARTICULAR ROOM?

1 OR 2?

Enter 1 or 2.

For 1, the computer will remind you of the range of possible murder times for your game and prompt you to specify a specific time. For example:

YOU ALREADY KNOW THAT THE MURDER WAS
COMMITTED BETWEEN 1 P.M. AND 3 P.M.

AT WHAT HOUR DO YOU WANT TO KNOW
THE ARTIST'S WHEREABOUTS?

1 P.M. - 3 P.M.?

Press the number for the time you wish, and the suspect's answer will be displayed on the screen. For instance, if you select 2 P.M., you might see this:

THE ARTIST SAYS THAT AT 2 P.M. —

THE ARTIST WAS IN THE LOUNGE
THE BUTLER WAS IN THE LOUNGE
THE DOCTOR WAS IN THE LOUNGE

Press any key to continue. The computer will then ask you WHAT DO YOU WANT TO DO? You will be provided with the same four options outlined under "The Plot Thickens."

If you request 2 for your line of questioning (WHEN HE WAS IN A PARTICULAR ROOM?), the computer will ask you for more details, for instance:

WHICH PLACE DO YOU WANT TO ASK
THE ARTIST ABOUT?

1. THE GARDEN
2. THE STUDIO

3. THE LOUNGE

4. THE PANTRY

1 - 4?

Press the number indicating the appropriate room, and the suspect's answer will be displayed on the screen. For example, if you choose #1, the garden, you might see:

THE ARTIST SAYS —

I WAS IN THE GARDEN AT 4 P.M.

Another possible answer, however, may be:

THE ARTIST SAYS — I WAS IN THE GARDEN AT 2 P.M.

BUT THE COLONEL WAS ALREADY DEAD.

Should this kind of answer appear, you have located the place of the murder!!!

Press any key to continue. The computer will again ask WHAT DO YOU WANT TO DO? (See "The Plot Thickens.")

STUDYING YOUR NOTEBOOK

Once you have entered 2 as a response to WHAT DO YOU WANT TO DO?, the screen will display:

(rank) (name),

WHAT DO YOU WANT TO LOOK UP?

NOTEBOOK

1. THE EVIDENCE OF ONE OF THE SUSPECTS

2. WHO WAS IN A PARTICULAR ROOM

3. EVERYONE'S WHEREABOUTS AT A PARTICULAR TIME

4. THE PLAN OF THE HOUSE

1 - 4?

Enter the number corresponding to your request. If you enter 1, 2, or 3, the computer will ask you to specify the exact information you are after (WHOSE EVIDENCE, WHICH PLACE, or WHAT TIME) and then list all of the notes provided by the subjects you have already questioned.

For instance, if you press 1, the computer may ask WHOSE EVIDENCE like this:

WHOSE EVIDENCE DO YOU WANT TO LOOK UP?

1. THE ARTIST
2. THE BUTLER
3. THE DOCTOR

1 - 3?

If you then enter 3, you might see notebook entries such as these:

THE DOCTOR HAS SAID —

THE ARTIST WAS IN THE LOUNGE AT 3 P.M.

THE BUTLER WAS IN THE LOUNGE AT 3 P.M.

THE DOCTOR WAS IN THE LOUNGE AT 3 P.M.

These entries are the answers that the doctor gave you when you questioned him. If, however, you never questioned the doctor, you would get this message:

THE DOCTOR HAS SAID —

NOTHING

Notebook option 4 shows you the layout of the colonel's house. It is important to note that suspects can report only on sections of the house that they are in or adjacent to. So if you think that the murder has been committed in a particular part of the house, you might want to ask suspects at what time they were in that room. You can verify a suspect's testimony by questioning suspects who were nearby at the time.

After you are done looking at the notebook, press any key to continue. The computer will again ask WHAT DO YOU WANT TO DO? (See "The Plot Thickens.")

REPORTING TO HEADQUARTERS

After you enter 3 as a response to WHAT DO YOU WANT TO DO?, the screen will display this message:

(rank) (name),

WHAT DO YOU WANT TO REPORT ABOUT?

1. THE PLACE OF THE MURDER
2. THE TIME OF THE MURDER
3. THE IDENTITY OF THE MURDERER

1 - 3?

Enter 1, 2, or 3, and the computer will ask you for your precise

report. For instance, after pressing **2**, you might receive this message:

(rank) (name),

YOU ALREADY KNOW THAT THE MURDER WAS
COMMITTED BETWEEN 1 P.M. AND 5 P.M.

EXACTLY WHEN DID IT HAPPEN?

1 P.M. - 5 P.M.?

Enter your response. If you are correct, the computer will praise your efforts. If you are wrong, it will not be so generous! In either case, hit any key to return to **WHAT DO YOU WANT TO DO?** (See "The Plot Thickens.")

Once you have correctly guessed the time, place, and identity of the murderer, the computer will congratulate you, show the total amount of questions you asked and how often you consulted your notebook, and tell you whether or not you have been promoted.

Then the computer will ask:

ANOTHER GO?

Press **Y** for Yes or **N** for No. If you press **Y**, a different game will be set up and you will be asked **WHAT IS YOUR LAST NAME?** (See the beginning of the section "Playing Alibi.")

GIVING UP THE CASE

Once you have entered **4** to the question **WHAT DO YOU WANT TO DO?**, the computer will reveal the murderer's identity and also chastise you for not solving the case! You may also be demoted! For instance, here is one possible message:

SERGEANT SHERLOCK,
YOU ARE A FAILURE!

THE COLONEL WAS MURDERED AT 4 P.M.
IN THE GARDEN BY THE DOCTOR.

YOU DIDN'T ASK ANY QUESTIONS!
YOU ONLY LOOKED AT YOUR NOTEBOOK ONCE!
AS A RESULT, YOU ARE REDUCED TO
CONSTABLE.

Do not despair, however. You will also be asked:

ANOTHER GO?

Press **Y** for Yes or **N** for No. If you press **Y**, a brand new game will be set up and you will be questioned:

WHAT IS YOUR LAST NAME?

(See the beginning of the “Playing Alibi” section for details on how to proceed.)

STRATEGY TIPS

Adept questioning is the key to winning a promotion. Just as in real detective work, the things you should look for are:

1. Conflicting information — two suspects who say different things.
2. Refusal to give information — a suspect who won’t answer a question.

For instance, if you select notebook option 3, you might see entries like these:

YOU HAVE BEEN TOLD THAT AT 1 P.M. —
THE ARTIST WAS IN THE LOUNGE
THE BUTLER WAS IN THE STUDIO
THE DOCTOR WAS IN THE STUDIO
THE BUTLER WAS IN THE LOUNGE

Somebody is lying here, since one person said that the butler was in the studio at one o’clock, and someone else said the butler was in the lounge! This might help you solve the case — or suggest that you use notebook option 1 to remember who said what.

Sometimes when you ask a question, you will get an answer like this:

THE GOLFER SAYS—
I HAVE NOTHING TO TELL YOU

Of course, the golfer may be feeling antisocial or have a migraine, rather than being the murderer. Still, such a response may aid you in solving the crime.

With ALIBI, only a supersleuth’s methodical questioning and intuitive powers can reveal the solution to the colonel’s murder!

Questions and Comments

We at Hayden are constantly looking for ways to improve our products. We therefore welcome questions and comments, which should be sent to:

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ALIBI

Ian Trackman

Who killed the Colonel? Was it the doctor or the lawyer? The artist or the golfer? Maybe the butler did it—it's up to you to find out! Test your powers of logic and reasoning and see if you can solve the crime!

All you know is that someone killed the Colonel (but who?) . . . that the murder took place exactly on the hour (but which hour?) . . . and that the victim was moved from the scene of the crime (but from which room?). To find the solutions, you will have to question suspects and figure out who has the phony ALIBI!

If your final deduction proves correct, you will be promoted to the next level of supersleuthing and be assigned a tougher case next game!

Other Hayden Gameware:

TETRAD (Apple II)

KLONDIKE 2000 (Apple II)

STAR TRADERS (Apple II)

SARGON II (Apple II, TRS-80, OSI)

REVERSAL (Apple II, Atari)